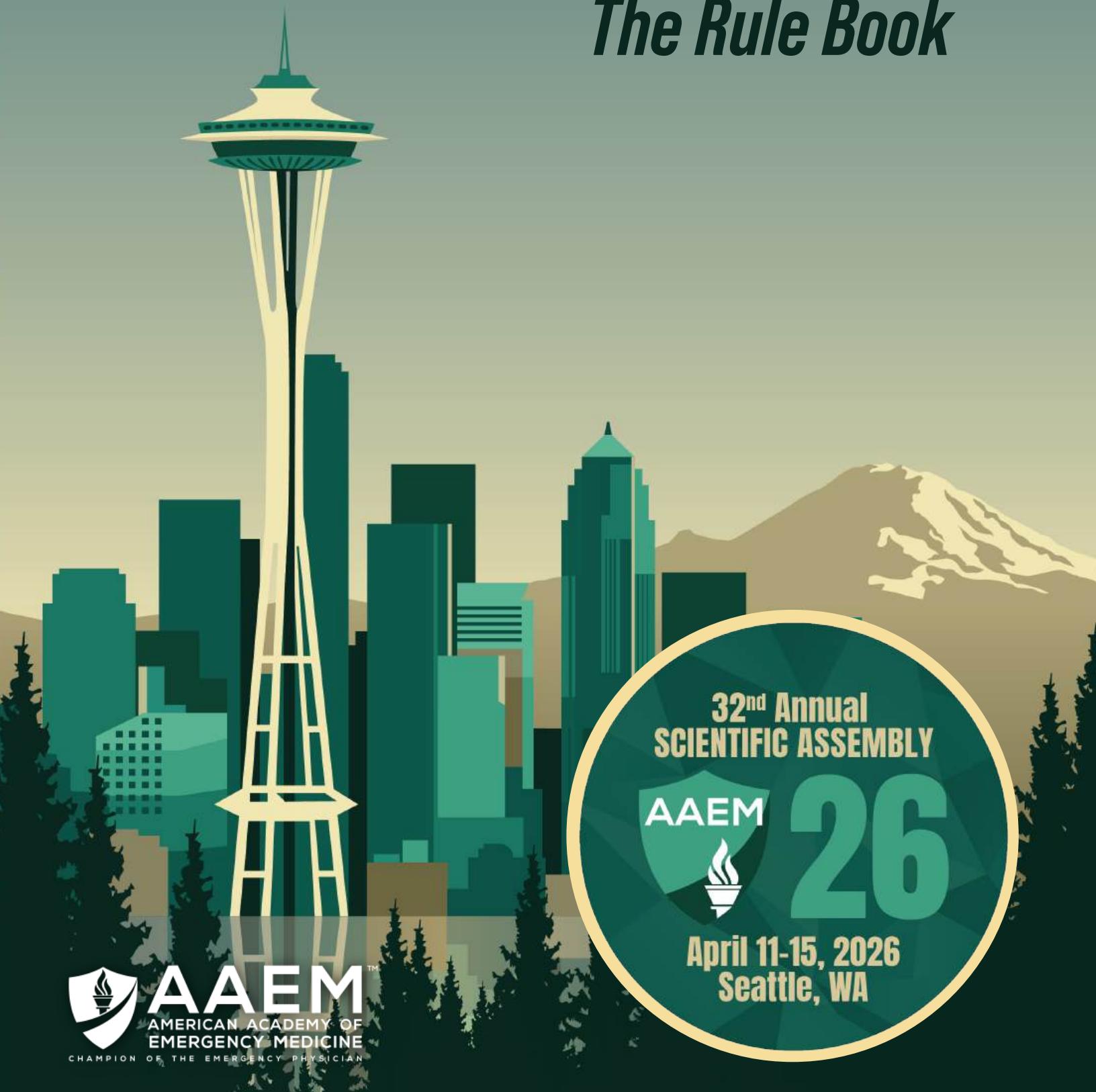


AAEM GAMES 2026

The Rule Book



AAEM GAMES 2025

DATE: April 12, 2026

TIME: 8:00am-12:00pm

VENUE: The Westin, Seattle, WA

CONFERENCE: AAEM's 32nd Annual Scientific Assembly (AAEM26)

ORGANIZATION: The American Academy of Emergency Medicine (AAEM)

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FLAAEM GAMES COMMITTEE

AAEM GAMES JOINT COORDINATOR

MICHAEL T. DALLEY, DO FAAEM

CONCEPT CREATOR & JOINT COORDINATOR

SAGAR GALWANKAR, MD FAAEM

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SIMBOSS LEAD

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KELLY MEDWID, MD

SONOMasters LEAD

ASHLEY GRANT, DO

EM-iQ LEAD

KATIA LUGO, MD

INTRODUCTION

AAEM GAMES is a unique emergency medicine residency competition, combining the knowledge and skills from academic emergency medicine and the competitive spirit of gaming into one mega event.

AAEM GAMES 2026 is the re-brand of the successful FLAAEM games competition at AAEM '26. This multi-modal competition which will occur during the 32nd AAEM Scientific Assembly in Seattle, Washington.

The competition rules and regulations have been developed by the AAEM GAMES Planning Committee. All participants are expected to abide by the rules. Failure to comply will result in expulsion from the competition without exception.

CORE VALUES & CODE OF CONDUCT

The core values of FLAAEM GAMES include fairness, transparency, innovation, and academic excellence. Anyone affiliated with AAEM GAMES in any capacity is expected to uphold these values and adhere to the code of conduct and etiquette as defined by AAEM.

- AAEM GAMES moderators will be responsible for ensuring adherence to core values and conduct.
- All attempts should be made to resolve disputes fairly and amicably, involving the named moderators for the competition segment.
- Any complaints or grievances should be reported to the moderator of the competition segment at the end of the session, avoiding disruption of the competition.
- Moderators may choose to involve impartial judges from alternative competition segments in case of ongoing disputes. Decisions by judges will be final.
- Audio-visual recording in any format of any part of the competition by anyone (apart from sanctioned conference AV team) is prohibited.

Do's	Don'ts
Wait your turn.	Don't interrupt your competition.
Speak clearly and audibly.	Mumble or speak quietly.
Compete fairly.	Attempt cheating (grounds for immediate disqualification).
Adhere to team composition rules.	Change of team on competition day.



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REGISTRATION PROCESS

EXPRESSION OF INTEREST

Teams interested in participation may contact the AAEM games selection committee at flaaem.games@gmail.com

Subject: Expression of Interest for AAEM GAMES 2026

Include: Names of team members, mentor, and institution

Deadline: February 1, 2026

VIDEO SUBMISSION

Teams approved by the selection committee must:

1. Email: flaaem.games@gmail.com

Subject: AAEM GAMES 2026 Video for (team name)

Include: Team name and introductory video

2. Video must:

- Be no longer than 30 seconds;
- Be innovative, fun, and exciting;
- Include a brief introduction of the team name, members, mentor, and institution; and,
- Be submitted by March 1, 2026.

PARTICIPATION & TEAM COMPOSITION

Teams from various institutions across the country will participate in AAEM GAMES 2026. AAEM26 conference registration is mandatory for participation (including mentor). Only one team may compete from any given institution.

Each team should be comprised of:

- Three residents of varied years of training from each department.
- One faculty mentor from the residency.

1 Institution = 1 Team

1 Team = 3 EM Residents (varied training experience) + 1 Faculty Mentor

Please Note: Team members should carry their institutional ID on the gaming day.

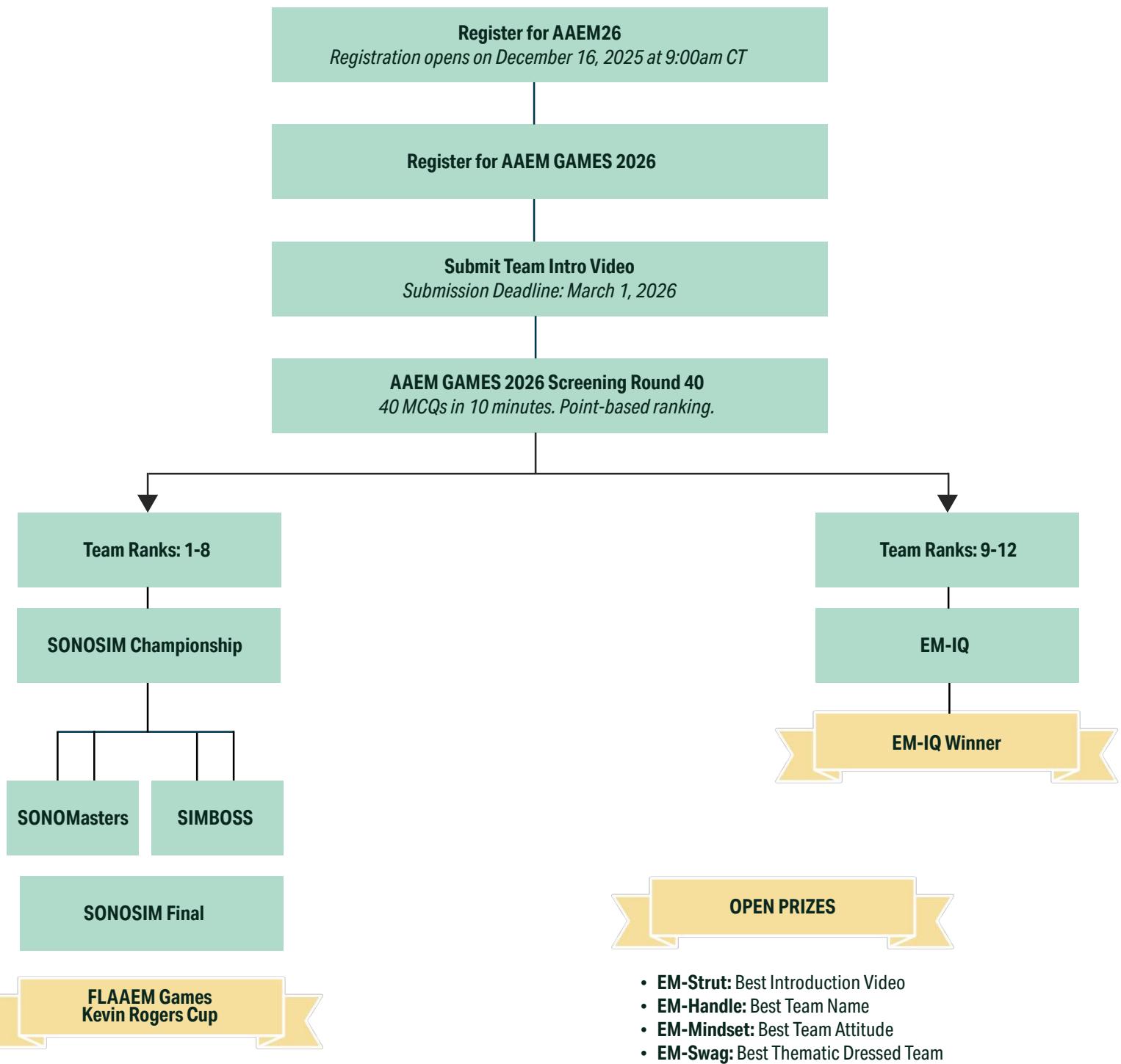


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COMPETITION OVERVIEW



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COMPETITION DETAILS

SHARED RULES

- Participants and Faculty must always adhere to core values and code of conduct.
- All sessions may be recorded by the sanctioned AV team only. Any other recordings are prohibited.
- Teams must be present at the designated venue on time.
- Teams must be contactable and must respond to the AAEM GAMES Committee in a timely manner.
- Judges will be allocated to segments impartially. This means that a judge will not be allocated to a segment where a team from their institution is participating.

SCREENING ROUND

- All teams must participate in the screening round.
- The screening round is a points-based system.

Round Format:

- A 40-question single-best answer MCQ test to solve in 10 minutes.
- Each team will take this test as a group.
- We do not realistically expect anyone to finish all 40 questions.
- Each correct answer will be worth one point.
- Automatic points (see below) will be added to the score for ranking.

Automatic Points:

- A maximum of one point will be awarded to each team member, including the team mentor, who has presented their work on the podium during the conference.
- A maximum of four points may be awarded per team.
- These points will be counted while ranking.
- Team members are therefore encouraged to participate in presenting at the conference.

Ranking:

- Teams ranking 1st to 8th will enter the SONOSIM Championship.
- Teams ranking 9th to 12th will enter the EM-iQ National EM Quiz Competition.

Tiebreaker:

- In the event of a tiebreaker, the tied teams will be given a further test of 10 MCQs in two minutes.

SONOSIM CHAMPIONSHIP

- Competing teams are reminded that they will be recorded by the sanctioned AV teams.
- For teams who are participating head-to-head during the championship:
 - Participating team will be 'on the stage'.
 - Competing team will be blinded to their attempt.
 - Then the two teams will swap.

Random Allocation:

- Four teams will compete in SONOMasters.
- Four teams will compete in SIMBOSS.
- Winning team of each elimination round will compete in the SONOSIM final.

Pre-Game Prep:

- All teams will be given the opportunity to familiarize themselves with the equipment on the day preceding the AAEM GAMES day.

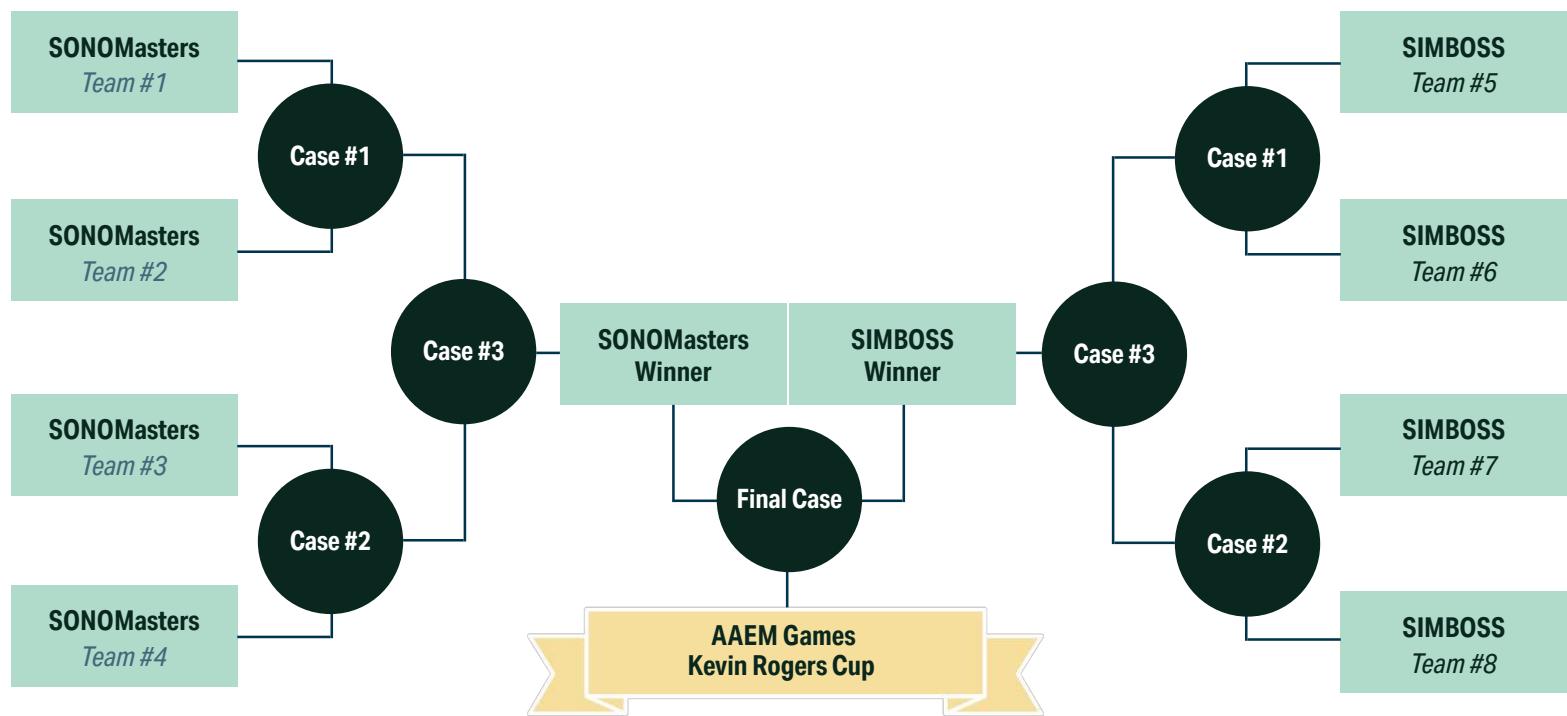


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VISUAL REPRESENTATION OF COMPETITION SEEDS



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SONOMASTERS

- Post-screening, four teams will compete in an elimination format.
- [SONOMasters #1 vs. SONOMasters #2] Winner will play against [SONOMasters #3 vs. SONOMasters #4]. Winner to be crowned SONOMasters.

ROUND FORMAT

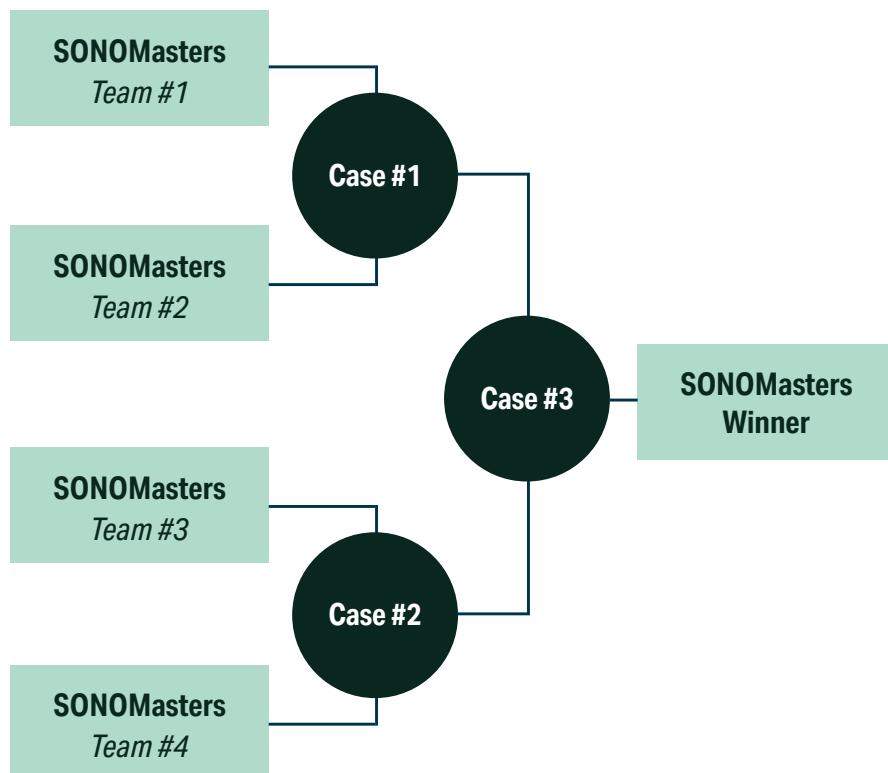
- Duration:** Each round will last 20 minutes.
- Competencies in Focus:** Point of Care Ultrasound (POCUS) - Image acquisition, identification of structures, interpretation.
 - After acquisition of an adequate view
 - Pathological image will be projected on another screen if/when applicable.
- Additional Considerations:** Though the focus of assessment of this competition is on the team's competency in POCUS, critical treatment and management decisions taken will also be considered while scoring.

SCORING

- Scenarios have been developed with scoring proformas.
- Each scenario will have two judges.
- Each judge will score individually.
- The two scores will be tallied for a final case score.

TIEBREAKER

- Tiebreaker will be based on the number of appropriate POCUS incorporations/applications.



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SIMBOSS

- Post-screening, four teams will compete in an elimination format.
- [SIMBOSS 1 vs. SIMBOSS 2] Winner will play against [SIMBOSS 3 vs. SIMBOSS 4]. Winner to be crowned SIMBOSS.

ROUND FORMAT

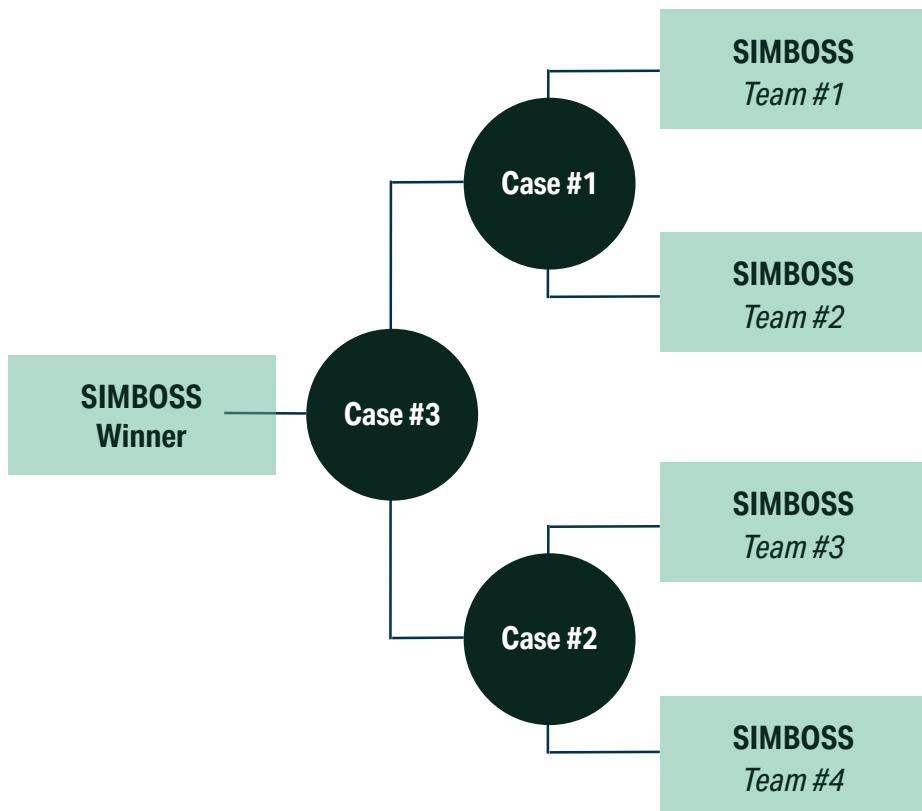
- Duration:** Each round will last 20 minutes. [5min = Prep] [10 min = Scenario] [5 min = Debriefing]
- Competencies in Focus:**
 - Leadership
 - Team Communication
 - Communication with the Family
 - Clinical Communication
 - Initial Therapeutics
 - Complementary Exams
 - Advanced Therapeutics as per the CSET format [CSET = Claim - Set Up - Evidence - Tie-in]
- Case Scenarios:** Standardized patients and moulages will be used.

SCORING

- Scenarios have been developed with scoring rubrics.
- Each scenario will have two judges. Each judge will score individually.
- The two scores will be tallied for a final case score.

TIEBREAKER

- Random draw.



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SONOSIM FINAL

- The winner of SONOMasters will compete against the winner of SIMBOSS for the ultimate title of EM Idol – The FLAAEM Games Kevin Rogers Cup.

ROUND FORMAT

- Duration:** 25 minutes [5 min = Prep] [10 min = Scenario] [5 min = Communication][5 min = Debriefing]

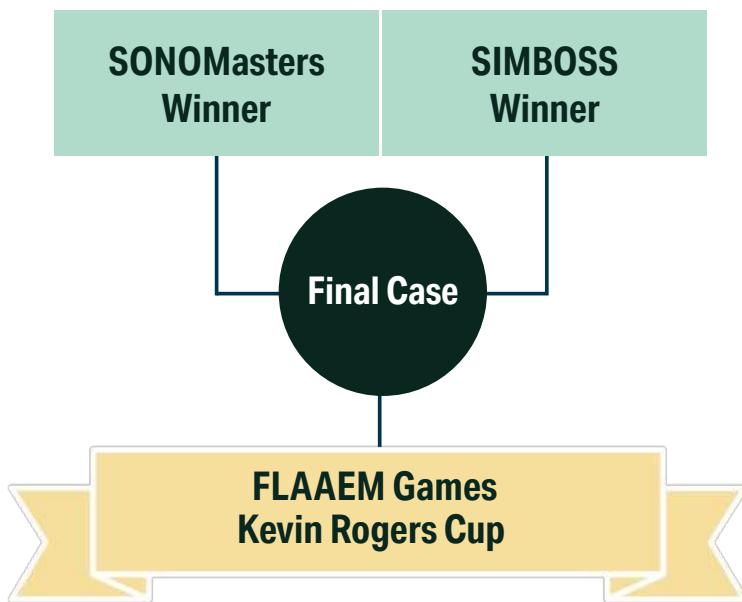
- Competencies in Focus:**

- Teamwork
- Clinical Decision Making
- Correct application of POCUS
- Adequate Views Obtained by POCUS
- Pathology Identified through POCUS
- Communication with the Patient

- Common Case Scenario:** Standardized patients and moulages will be used.

SCORING

- Scenarios have been developed with scoring proformas.
- Each scenario will have two judges.
- Each judge will score individually.
- The two scores will be tallied for a final case score.



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EM-iQ (NATIONAL EMERGENCY MEDICINE QUIZ)

- Four teams (Ranking 9th to 12th) will enter the EM-iQ Arena, and will be randomly allocated as Teams A, B, C, and D.
- Teams will compete through four interesting quiz rounds.
- Details of each round will be unveiled in real-time.
- The Quizmaster will explain the rules going into each round.
- An assigned scorekeeper will update the scoreboard per round.
- Questions will be based on emergency medicine practice and commonly used course material.
- There will be questions with audio-visual clues.
- Time will be limited, and teamwork will be paramount!
- Teams may carry a pen and paper for rough work.
- The scores across all four rounds will be tallied, and the top scoring team will emerge the EM-iQ 2025 Winner.

OPEN PRIZES

These prizes are open to all teams registering for AAEM GAMES 2026.

- **EM Strut:** Best Team Introduction Video
 - Each team is expected to submit their introduction videos as part of the registration process.
 - The video should be no longer than 30 seconds in duration.
 - The video may be recorded on a mobile device or camera.
 - Videos submitted after the deadline (March 1, 2026) will not be counted.
 - **Assessment Criteria:**
 - Audio-Visual Quality (sound, lighting, editing, background music, etc.)
 - Innovation and Ethusiasm
 - Script
- **EM Handle:** Best Team Name
 - **Language:** English
 - The team names should be respectable and clever.
 - **Assessment Criteria:**
 - Creativity
 - Relevance to EM
 - Catchiness
- **EM Mindset:** Best Team Attitude
 - This will be based on performance observed throughout the AAEM GAMES competition day.
 - **Assessment Criteria:**
 - Team engagement (enthusiasm, style, interaction within the team, audience engagement)
 - Sportsmanship (interaction within the team, with other teams, and faculty)
- **EM Swag:** Best Dressed Team
 - Team members are expected to dress thematically appropriate to their chosen team name.
 - Dressing can (and is expected to be) casual but must be socially appropriate.
 - **Assessment Criteria:**
 - Creativity (can use props)
 - Relevance to team name
 - Social appropriateness



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RECOMMENDATIONS & TIPS

BOOKS

- Tintinalli's Emergency Medicine: A Comprehensive Guide
- Rosen's Emergency Medicine: Concepts and Clinical Practice
- Goldfrank's Toxicologic Emergencies

SONOMASTERS

- Ergonomics or ultrasound usage
- Ultrasound machine troubleshooting
- Image identification skills
- Identification of Sono-anatomy
- Interpretation of pathologies on ultrasound
- POCUS-guided intervention skills
- Team training
- Faculty or senior residents can be assigned to teams by their individual institutions as mentors for training in basic and advanced ultrasound skills including but not limited to: eFast, lung ultrasound, IVC assessment, renal ultrasound, ocular ultrasound, assessment of fluid responsiveness, DVT screening protocols, bedside echo.

SIMBOSS

- Blog on [CSET Framework](#)



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AAEM GAMES 2026
The Florida State Chapter Division of AAEM (FLAAEM)

Original Pilot:
FLAAEM GAMES BY:
The Florida State Chapter Division of AAEM (FLAAEM)

Concept Adapted from:
EMGAMES24, INDIA
Sagar Galwankar, MD FAAEM, CEO of INDUSEM



INDUSEM: www.indusem.org
ACEE: www.acee-india.org
EMA: www.emaindia.net



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